Nintendo ENTERTAINMENT SYSTEM

SNK CORPORATION OF AMERICA
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PRINTED IN JAPAN

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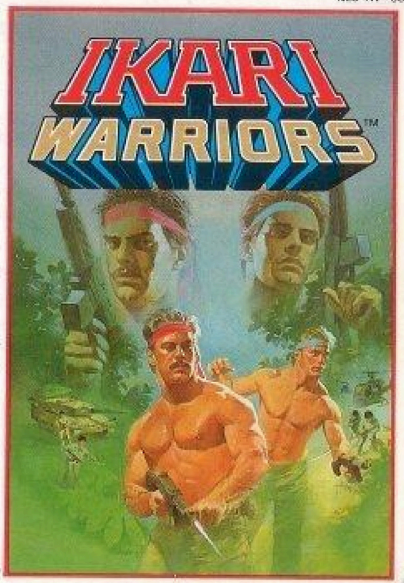
Nintendo ENTERTAINMENT SYSTEM

NES-IW-USA

INSTRUCTION MANUAL



SNK

THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo® ENTERTAINMENT SYSTEM™

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WARNING

- As the cassette is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the terminals and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

Thank you for buying IKARI WARRIORS. Before playing, please read this booklet carefully to learn exactly how to play.

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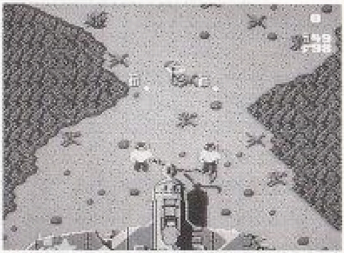
THE STORY

Paul and Vince are warriors with secret orders to invade an enemy nation. Working together as a team, they must fight for survival against a relentless onslaught of enemies!

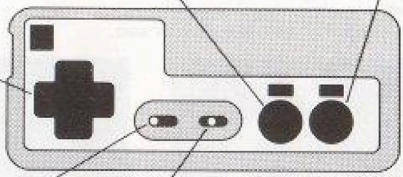


THE CONTROLLER

Control Button
Use this control to maneuver warriors, and for direction of firing machine guns and throwing grenades.

B Button
Use for firing machine guns.

A Button
Use for throwing grenades.



Selector button
Use this button to make your selection of 1 player or 2 players.

Start Button
Use this button to start the game. This button also includes Pause function.

Note
Status of bullet and grenade supply is indicated on the right and left upper screen.

HOW TO CONTROL TANKS

Use the tanks to fight whenever possible. They will protect you from being hit.

The tanks can and will be destroyed by grenades, missiles, bazookas, landmines, and bomber soldiers; or when your energy is used up as shown on the screen.

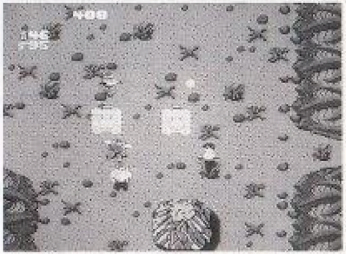
The tanks cannot go into the river or sea.

How to get in and out of tanks

When you see a flashing tank, put the warrior on the tank and press **A Button** to get in.

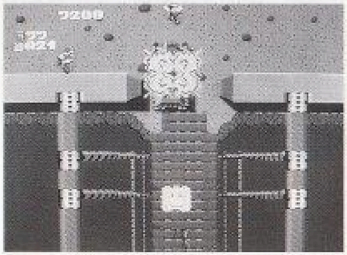
To get out of the tank, press **A Button** and then press **B Button.**

To self-explode the tank, press **B Button** and then press **A Button.**



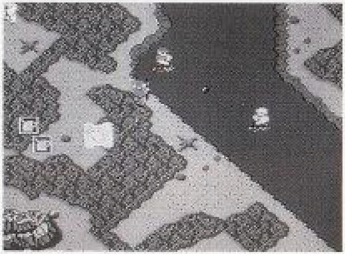
Gun Turret

Fire the gun turret by pressing **B Button.** Use **Control Button** and **A Button** for direction of firing.



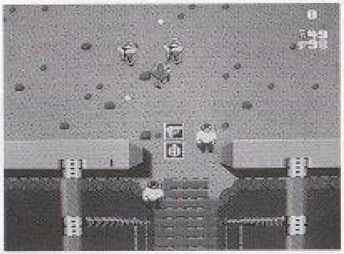
Refueling

Tanks stop moving and explode when energy reaches zero. To keep from exploding, pick up a gas can before reaching zero.

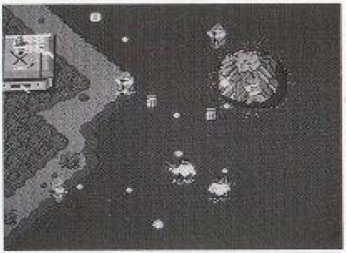


HELPFUL HINTS ON THE BATTLEFIELD

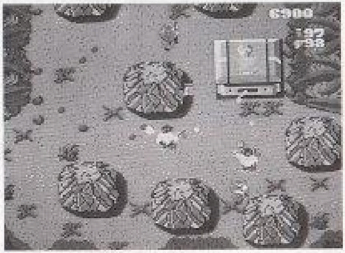
Be careful to avoid running out of bullets, grenades, and tank energy. Pick up supplies early.



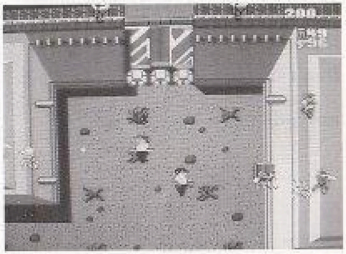
In the river or sea, you cannot move as fast. Pay more attention to enemies.



Use rocks and walls to hide yourself; they will protect you from being attacked. But be careful of grenades.



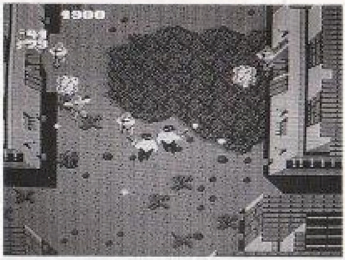
Don't give up – you can destroy any gate.



Watch the movements of enemy soldiers – they are not always the same. Think carefully and go slowly when moving forward.

Teamwork: Enemies will attack oncoming warriors. By advancing one of the warriors, you can bring the enemies out.

Don't stay in one place for too long, or missiles will attack you from unpredictable directions.



POWER-UP ITEMS AND SUPPLIES

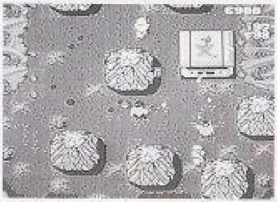
Pick up these items whenever possible to increase fighting power.

- F — Bullets
- L — Longer firing range
- S — Speed-up firing
- B — Power-up of grenades
- K — All enemies on screen are destroyed
- Grenade supply
- Bullet supply
- Energy supply for tanks, bullets and grenades

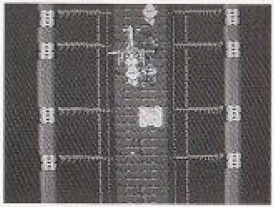
SCORING POINTS

Enemy Soldiers: 100-200 points

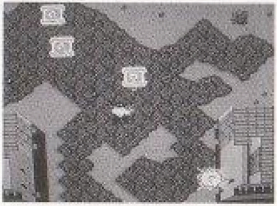
Fortress: 600 points



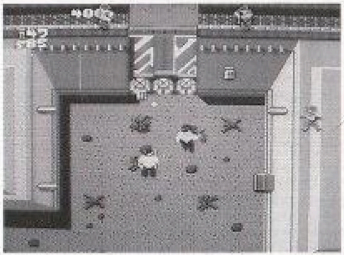
Helicopter: 600 points



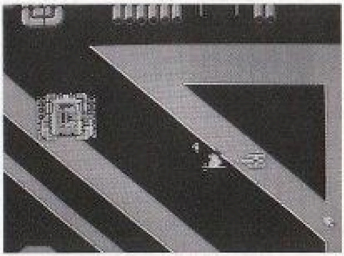
Enemy Tank: 800 points



Gate: 1000 points



Big Tank: 1000 points



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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